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Subject: Re: [HUD] Stock Renegade Hud - Released!  
Posted by [Good-One-Driver](#) on Wed, 09 Jan 2013 19:08:48 GMT  
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here is how you get the colors to chance without actually painting it on the texture:

```
;HealthBarColor  
[Color12]  
Red=255  
Green=30  
Blue=10
```

```
;ArmorBarColor  
[Color13]  
Red=10  
Green=255  
Blue=30
```

```
;Half Armor/Live Color  
[Color14]  
Red=255  
Green=192  
Blue=70
```

```
;Low Armor/Live Color  
[Color15]  
Red=255  
Green=70  
Blue=70
```

```
;No Armor/Live Color  
[Color16]  
Red=255  
Green=0  
Blue=0
```

```
;HealthBarColor Empty  
[Color17]  
Red=51  
Green=6  
Blue=2
```

```
;ArmorBarColor Empty  
[Color18]  
Red=2  
Green=51  
Blue=6
```

[Color19]  
Red=0  
Green=170  
Blue=0

[Color20]  
Red=50  
Green=50  
Blue=50

And to fix the gunner / vehical problem:

WeaponEnabled=true  
WeaponVisible=true  
WeaponVisibleNonVehicle=true  
WeaponXPos=-400  
WeaponYPos=-65  
WeaponFont=11  
WeaponColor=1

WeaponImageEnabled=true  
WeaponImageVisible=true  
WeaponImageVisibleNonVehicle=true  
WeaponImageXPos=-105  
WeaponImageYPos=-185  
WeaponImageColor=2  
WeaponImageVehicleColor=2

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